

## Analyzing Algorithms: Work and Span

Let  $T_P$  be the running time if there are  $P$  processors available

Two key measures of run-time:

- **Work:** How long it would take 1 processor =  $T_1$ 
  - Just “sequentialize” the recursive forking
  - Cumulative work that all processors must complete
- **Span:** How long it would take infinity processors =  $T_\infty$ 
  - The hypothetical ideal for parallelization
  - This is the longest “dependence chain” in the computation
  - Example:  $O(\log n)$  for summing an array
    - Notice in this example having  $> n/2$  processors is no additional help
  - Also called “critical path length” or “computational depth”

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## Connecting to performance

Recall:  $T_P$  = running time if there are  $P$  processors available

**Work** =  $T_1$  = sum of run-time of all nodes in the DAG

- That lonely processor does everything
- Any topological sort is a legal execution
- $O(n)$  for simple maps and reductions

**Span** =  $T_\infty$  = sum of run-time of all nodes on the most-expensive path in the DAG

- Note: costs are on the nodes not the edges
- Our infinite army can do everything that is ready to be done, but still has to wait for earlier results
- $O(\log n)$  for simple maps and reductions

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## Definitions

A couple more terms:

- **Speed-up** on  $P$  processors:  $T_1 / T_P$
- If speed-up is  $P$  as we vary  $P$ , we call it **perfect linear speed-up**
  - Perfect linear speed-up means doubling  $P$  halves running time
  - Usually our goal; hard to get in practice
- **Parallelism** is the maximum possible speed-up:  $T_1 / T_\infty$ 
  - At some point, adding processors won't help
  - What that point is depends on the span

*Parallel algorithms is about decreasing span without increasing work too much*

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## Amdahl's Law (mostly bad news)

Let the **work** (time to run on 1 processor) be 1 unit time

Let  $S$  be the **portion** of the execution that can't be parallelized

Then:  $T_1 = S + (1 - S) = 1$

Suppose we get perfect linear speedup on the *parallel portion*

Then:  $T_P = S + \frac{1-S}{P}$

**So the theoretical overall speedup with  $P$  processors is (Amdahl's Law):**

$$\frac{T_1}{T_P} = \frac{1}{S + (1-S)/P}$$

And the parallelism (infinite processors) is:

$$\frac{T_1}{T_\infty} = \frac{1}{S}$$

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